CLAIM AMENDMENTS

The following is a detailed listing of all claims that are, or were, in the application. A status identifier is provided for every claim and the current text of every claim is presented, unless the claim has been cancelled. Current amendments to the claims are expressed in the detailed listing by strikethrough or brackets (for deleted matter) or underlining (for added matter).

1.   (Original)   A method for directing a game, comprising:
     calculating a speed of game play; and
     determining an outcome probability based on the speed of game play.

2.   (Original)   The method of claim 1, in which the step of calculating a speed of game play comprises:
     measuring a number of games in a predetermined time period.

3.   (Original)   The method of claim 1, in which the step of calculating a speed of game play comprises:
     measuring a time elapsed between a first game and a second game.

4.   (Original)   The method of claim 3, in which the first game and the second game are consecutive games of a series of games.

5.   (New)   The method of claim 1, wherein determining an outcome probability comprises at least one of:

adjusting a range of random numbers corresponding to an outcome;

adjusting a total range of random numbers from which random numbers for all possible outcomes are selected;

adding a symbol from a reel of a slot machine;

removing a symbol from a reel of a slot machine;

adding a card to a deck of cards;

removing a card from a deck of cards;

adding an outcome as a possible outcome; and

removing an outcome as a possible outcome.

6.   (New)The method of claim 1, further comprising:

displaying the outcome probability.

7.   (New)The method of claim 1, wherein determining comprises:

determining a current outcome probability; and

changing the current outcome probability to a more favorable outcome probability.

8.   (New)The method of claim 1, further comprising:

determining an improved outcome probability that may be obtained if the speed of game play is increased; and

displaying an indication of the improved outcome probability.

9.   (New)The method of claim 1, further comprising:

      displaying an indication of the calculated speed of play; and

      displaying an indication of a speed of play which, if achieved, would ·

result in a more favorable outcome probability being applied to play of the

game.

10.   (New)The method of claim 1, wherein calculating a speed of game

play comprises calculating the speed of game play based on at least one of:

            a rate of coin-in;

            a rate of pay lines wagered; and

            a rate at which games are initiated.

11.   (New)The method of claim 1, wherein determining comprises:

      selecting a probability table from a plurality of probability tables.

12.   (New)The method of claim 1, wherein determining comprises:

      determining a first probability outcome if the speed of game play is a

first speed of game play; and

      determining a second outcome probability if the speed of game play is

a second speed of game play,

            wherein the first speed of game play is greater than the second

speed of game play, and

            wherein the first outcome probability is more likely to result in

an outcome corresponding to the outcome probability being obtained by the

player than is the second outcome probability.

13.   (New)The method of claim 1, further comprising:

applying the determined outcome probability to games until an

occurrence of a predetermined event.

14.   (New)The method of claim 13, wherein the predetermined event

comprises at least one of:

an end of play of the game by a player associated with the speed of

play;

a determination that the speed of play has changed; and

a determination that another outcome probability has been

determined.

15.   (New)The method of claim 13, wherein determining an outcome

probability comprises:

selecting a probability table from a plurality of probability tables; and

wherein applying comprises:

using the selected probability table to determine outcomes for games

until an occurrence of a predetermined event.

16.   (New)An apparatus, comprising:

a memory;

a communication port; and

a processor operative to communicate with the memory and the

communication port, the processor being further operative to:

perform the method of claim 1.

17.   (New)A method for directing a gaming device, comprising:

determining a first event that occurs during play of a gaming device;

determining a first payout for the first event;

providing the first payout to a player associated with the first event;

determining a second event that occurs during play of the gaming

device, the second event occurring at a time after a time at which the first

event occurs;

determining a second payout for the first event, based on the

subsequent occurrence of the second event; and

providing the second payout to a player associated with the first event,

thereby providing a retroactive payout for the first event.

18.   (New)The method of claim 17, wherein determining the first event

comprises at least one of:

determining an occurrence of a first outcome; and

determining an occurrence of a first symbol.

19.   (New)The method of claim 17, wherein determining the second event

comprises at least one of:

determining an occurrence of a second outcome; and

determining an occurrence of a second symbol.

03-063 PA 5.28.05

20.   (New)An apparatus comprising:

a memory;

a communication port; and

a processor operative to communicate with the memory and the communication port, wherein the processor is further operable to:

perform the method of claim 17.